

FIG. 1 is a block diagram of a computer system.

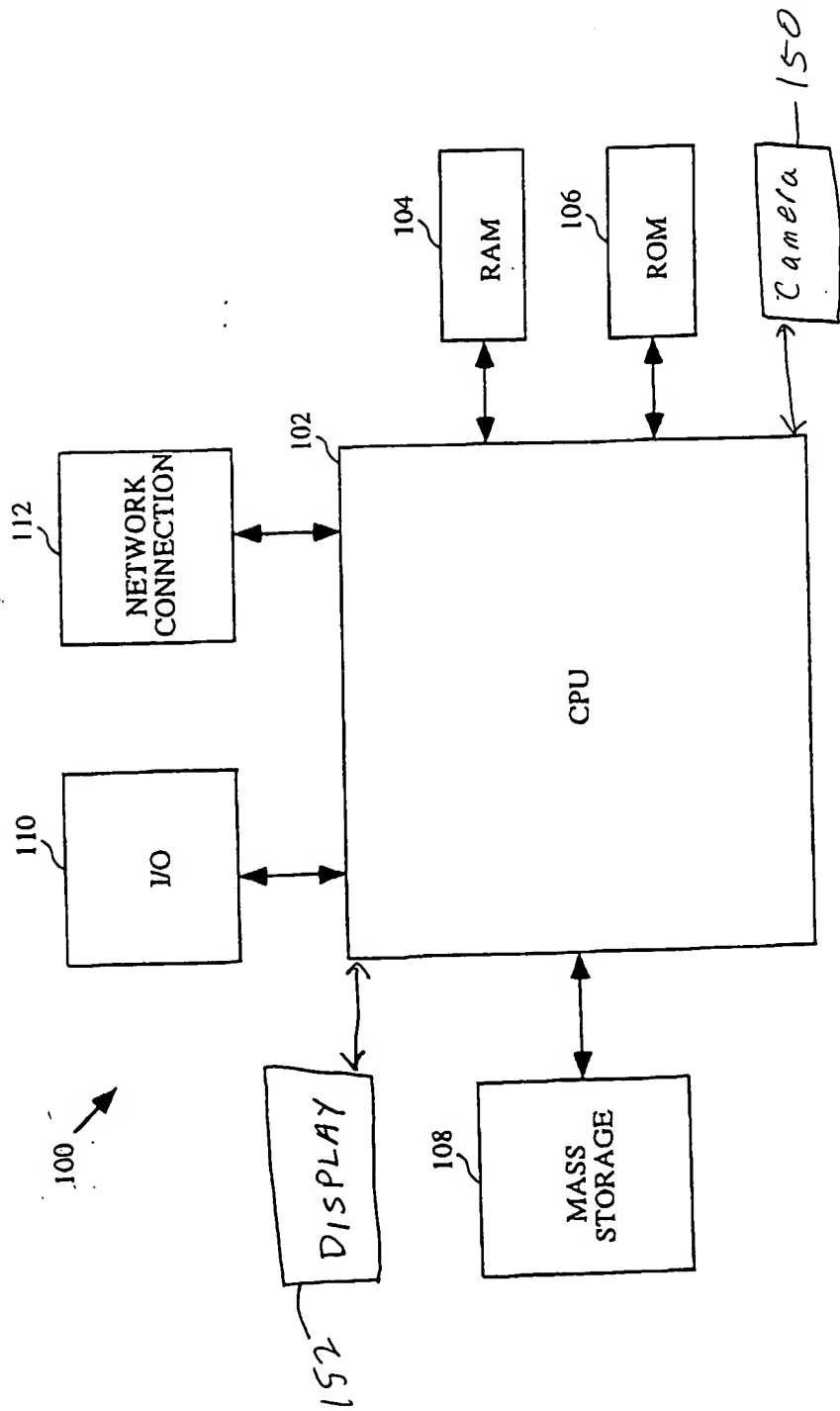


FIG. 1

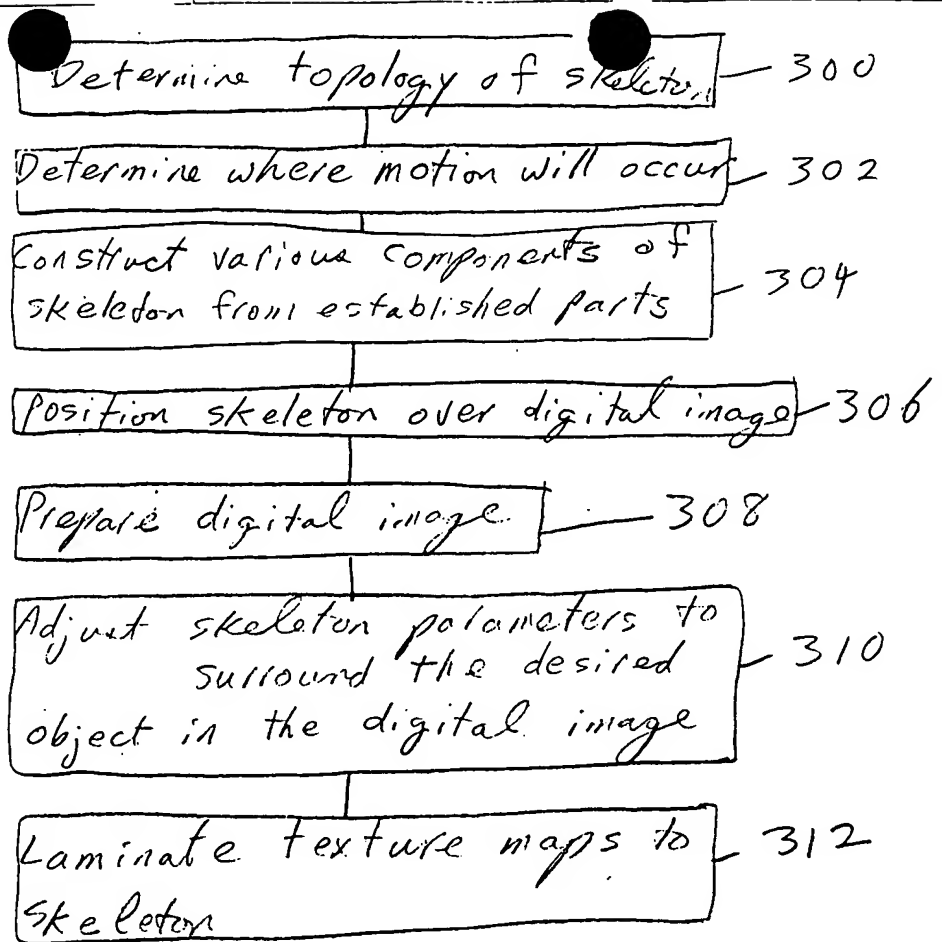


FIG 2

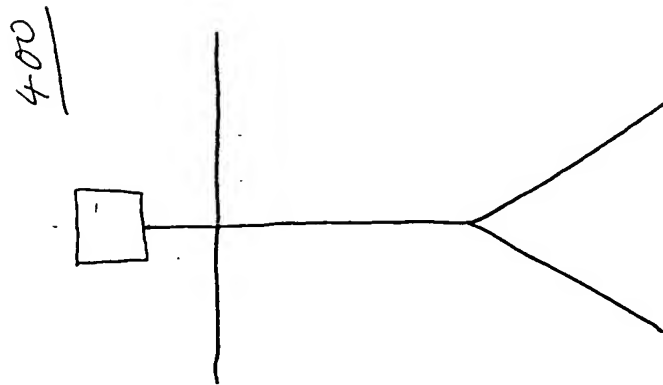


FIG 3A

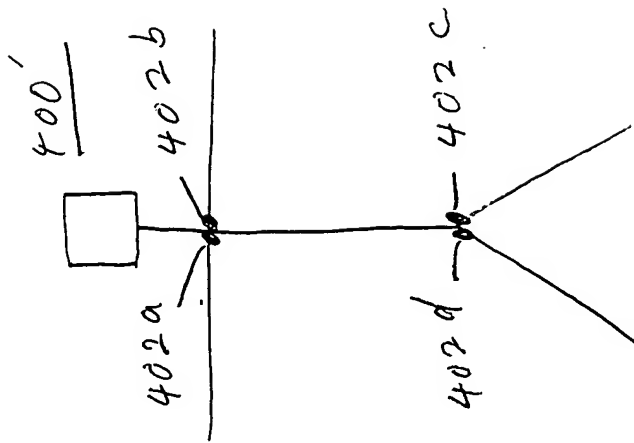


FIG 3B

1004552-10404

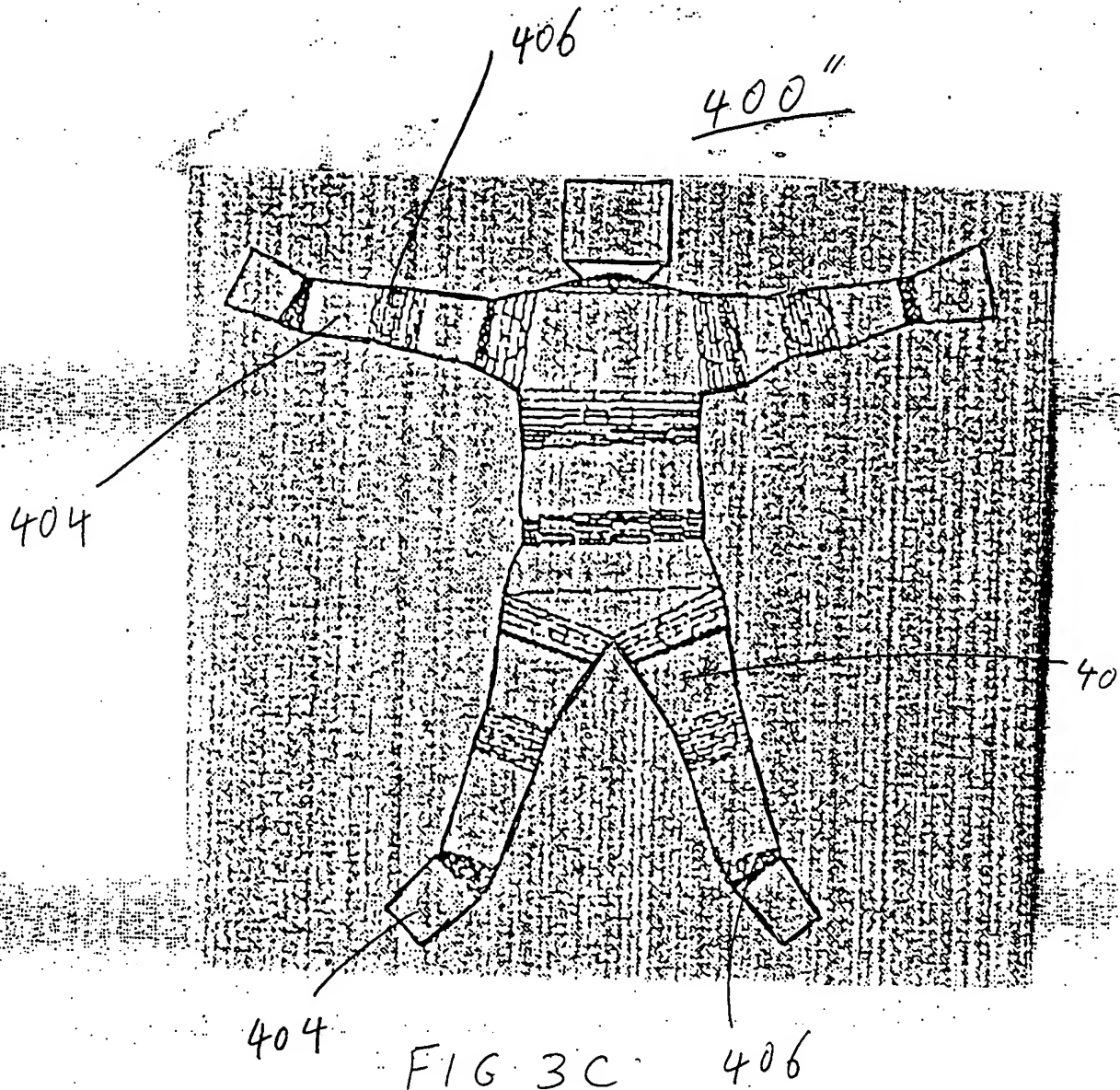




FIG 3D

2004-05-22 10:15:01

410



FIG 3E

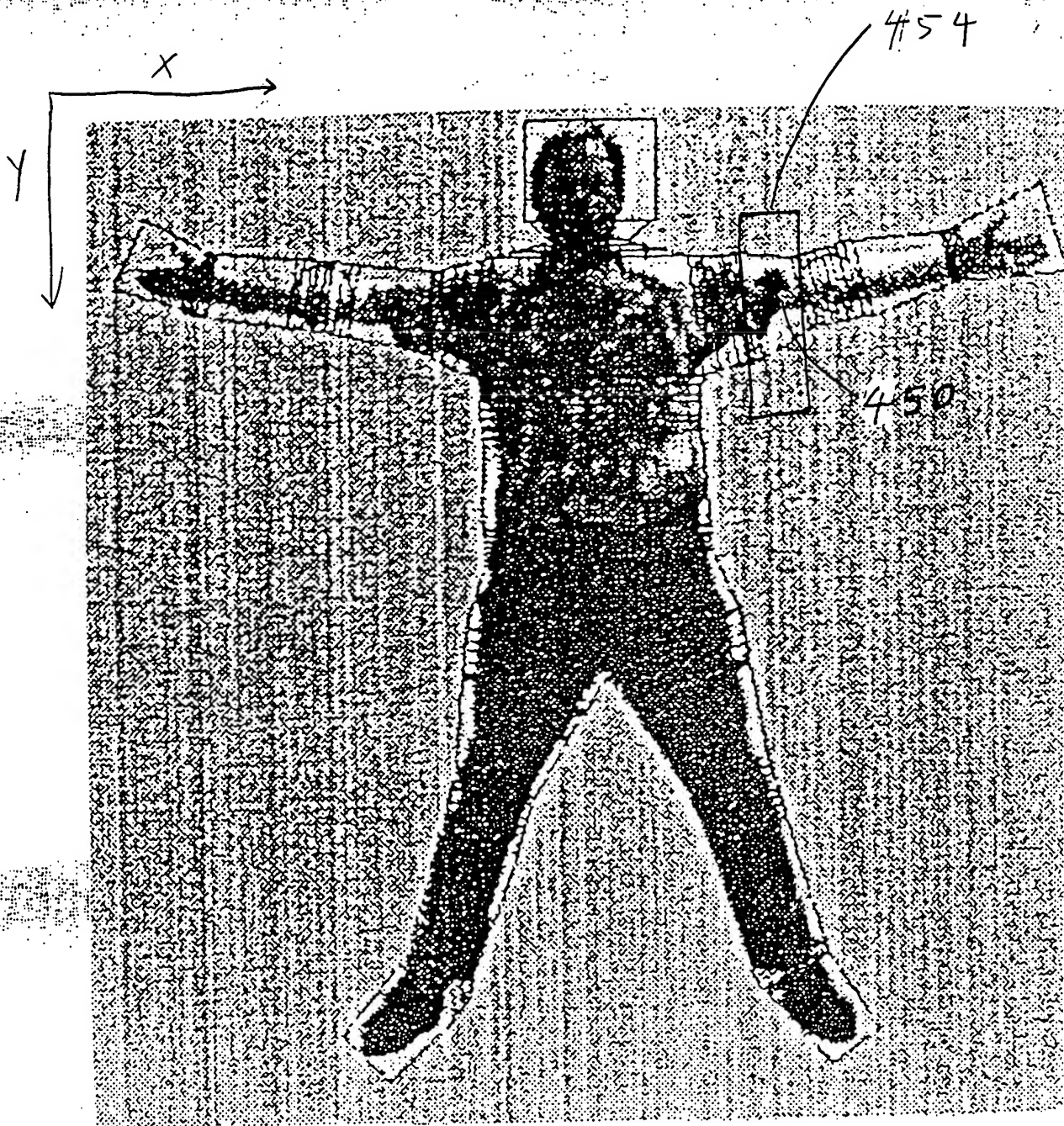


FIG. 3F



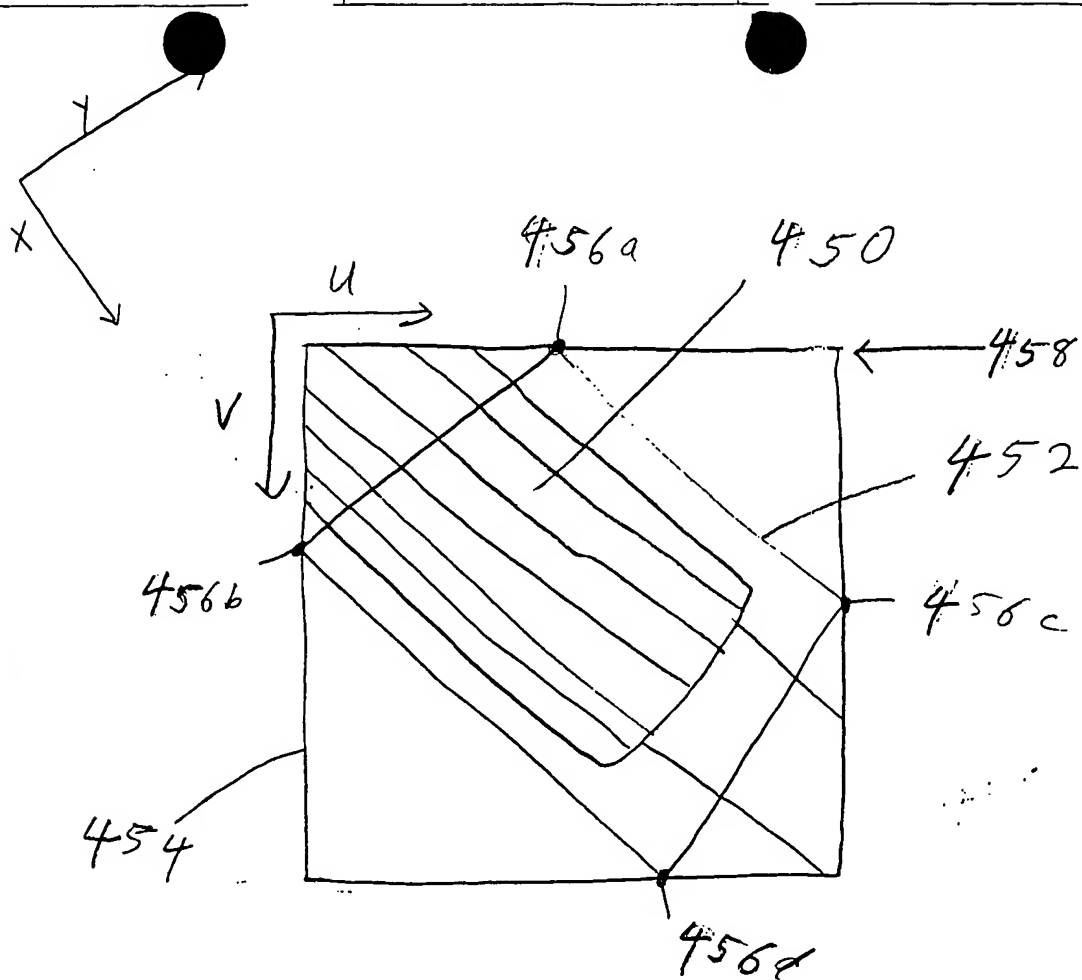


FIG. 3G

FIG. 3G





FIG 4

transmit data over a network  
related to the generation of a  
personal character, wherein the  
data related to the generation of  
the personal character is no longer  
transmitted once the object is  
generated

-600

Transmitting data related to an  
animation of the personal character

-602

FIG 5